PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-01013
LEGEND OF MANA
TM
SQUARESOFT

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Getting Started ..... 2
Controls ..... 3
Party Member Characters ..... 4
Other Characters ..... 5
Creating a New World ..... 6
Playing the Game ..... 7
Land Creation System ..... 8
Using the Menu Screen ..... 10
Battle System ..... 16
Battle Strategies ..... 20
Home ..... 21
Helpful Hints ..... 25
Credits ..... 28
Limited Warranty/Game Tips .... 29

**LINK MARKS SHOWN ON RELATED PAGES**

If information in a section of this manual is related to other information listed on other pages, the link icon shown below will appear next to the heading on the page.

**[Example]** When the link mark to the left is shown, refer to the 'Battle System' heading on page 16.

## WORLD ENCYCLOPEDIA #1: from "THE BEGINNING"

A twinkling consciousness became a star that sparkled in the night and banished the darkness. The Mana Goddess acquired consciousness by gazing into the light of that sun. She made Fa'Diel, a great land, but so far an empty one.

## WORLD ENCYCLOPEDIA #18: from "THE MANA TREE"

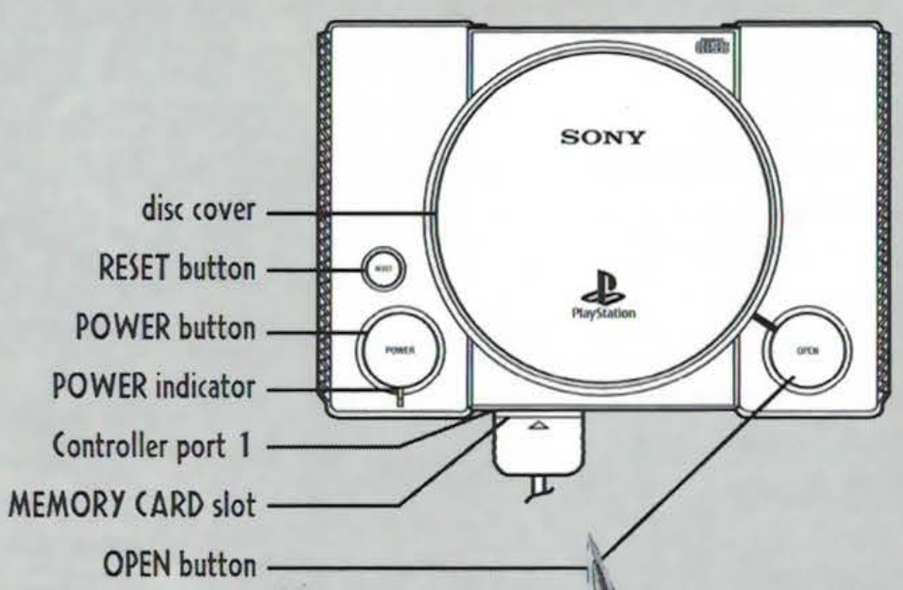
The Mana Tree sustained the bond between the world of humans and of Faeries. Plants exist in both the human and Faerie dimensions. They absorb the Mana of Fa'Diel and release it into the atmosphere. Humans use trees for fuel and tools, harnessing their power within inanimate objects. Faeries use the Mana released by plants to make Fa'Diel a better place.

## WORLD ENCYCLOPEDIA #32: from "ARTIFICERS"

There were two types of magical beings. One type was imbued with life. Another type had hidden powers. The latter were called **artifacts.** Artifacts had weaker magical powers than Eyes of Flame, but were simpler to construct. Creating Eyes of Flame was fraught with accidents, so making artifacts became the most popular kind of magic.

# 2 GETTING STARTED

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Legend of Mana**™ disc, and close the disc cover. If continuing a previously saved game, insert a MEMORY CARD with **Legend of Mana** saved data. When the power is turned ON, the opening demo will begin. The START button or ⊗ button can be pressed during the demo to advance to the Title Screen. After the opening demo is completed, the screen will switch to the Title Screen. Select <New Game> or <Load Game> by pressing the directional button UP/DOWN, then press the ⊗ button to execute the selection.




## STARTING A NEW GAME

If playing the game for the first time, select <New Game>.

### 1. Select the main character's gender.

Select whether the main character will be male or female by pressing the directional button LEFT/RIGHT. Pressing the ⊗ button after selecting will execute the command. The events in the game and story are not affected by the main character's gender. Press the ○ button to return to the Title Screen.

Main Character: Male

Main Character: Female

### 2. Select the main character's initial equipment

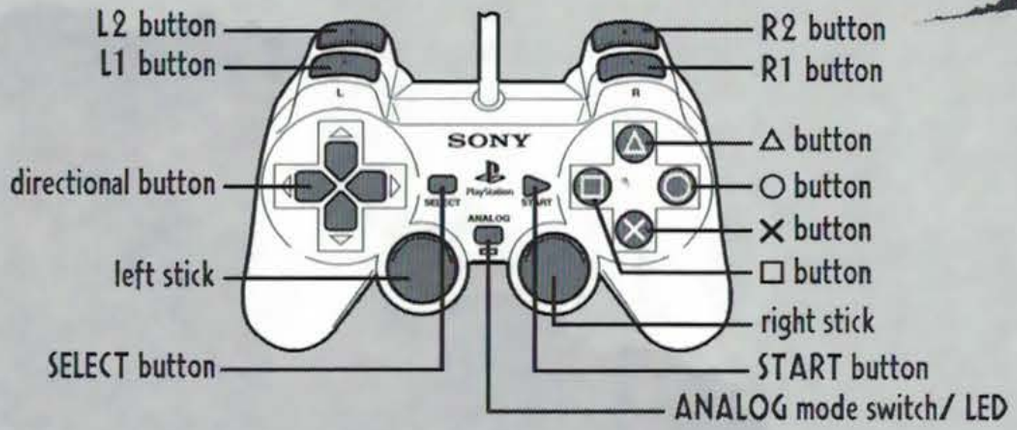
After the main character has been selected, select the initial equipment (weapon) for the character. There are a total of 11 types of weapons. After making a selection by pressing the directional button UP/DOWN, press the ⊗ button to execute. Weapon techniques will differ depending on which weapon is selected. It is possible to purchase different types of weapons throughout the journey and to switch equipment.

p10

| | |
|---|---|
| **Knife** | Equipped in each hand. Designed for close combat. |
| **Sword** | Long, one-handed weapon. Possible to equip a shield. |
| **Axe** | One-handed weapon used by swinging down. Possible to equip a shield. |
| **2H Sword** | Two-handed weapon with great destructive power. |
| **2H Axe** | Two-handed weapon used by swinging down. |
| **Hammer** | Two-handed weapon used to attack by pounding. |
| **Spear** | Two-handed weapon that is a basic piercing weapon. |
| **Staff** | Two-handed weapon with a long reach. |
| **Glove** | Two-handed pounding weapon used in close combat. |
| **Flail** | Two-handed weapon capable of various attacks. |
| **Bow** | Two-handed weapon capable of long-range attacks. |

When playing the game with 2 players, Controllers must be inserted into both Controller ports 1 and 2.
The DUALSHOCK™ Analog Controller stick may be used only when the LED is lit, but the vibration function can be used even when the LED is turned off.
The vibration function can be turned ON/OFF by accessing the 'Config' section of the Menu Screen. p14

• If the L1/L2/R1/R2 buttons are pressed at the same time as the START/SELECT buttons, a SOFT RESET will be executed, and the game will return to the **Legend of Mana** Title Screen.



**NOTE:**
You may have a Controller that looks like this, if so please follow the digital instructions below.

## FIELD SCREEN/TOWN MAP SCREEN

Character control and information gathering in Fields and towns.

| | |
|---|---|
| **directional button** | Direct Character movement |
| **left stick** | Direct Character movement |
| **START button** | Display Menu Screen |
| **⊗ button** | Talk, inspect |
| **◎ button** | Enable character to run when pressed at the same time as the directional button or left stick |
| **▣ button** | Display Menu Screen |

## MENU SCREEN

| | |
|---|---|
| **directional button** | Cursor movement |
| **left stick** | Cursor movement |
| **START button** | Return to Field Screen |
| **⊗ button** | Execute |
| **◎ button** | Cancel |
| **R1 button** | Skip to the next screen |
| **L1 button** | Skip to the previous screen |

**One-Hand Operation with the Analog Controller**
When in battle, the left stick on the Analog Controller has the same function as the directional button. Also, pressing the left stick in has the same effect as pressing the ⊗ button. Pressing the L1 button while using the left stick will cause the character to run.

## RING COMMAND SCREEN

Ring commands are displayed when using the den at home, at the Corral, or at the Workshops.

| | |
|---|---|
| **directional button** | Switch ring commands |
| **left stick** | Switch ring commands |
| **⊗ button** | Execute |
| **◎ button** | Cancel |
| **R1 button** | Switch ring commands |
| **L1 button** | Switch ring commands |

## WORLD MAP SCREEN

On the World Map, land creation and movement between lands is possible.

| | |
|---|---|
| **directional button** | Cursor movement |
| **left stick** | Cursor movement |
| **SELECT button** | Display Help Screen |
| **⊗ button** | Execute |
| **◎ button** | Cancel |
| **▣ button** | Artifact selection |
| **△ button** | Display Mana Level |

## BATTLE SCREEN

Movement buttons during battle can be edited in the Menu Screen.

| | |
|---|---|
| **directional button** | Character movement |
| **left stick** | Character movement |
| **START button** | Pause |
| **⊗ button** | Quick attack |
| **◎ button** | Ability |
| **▣ button** | Power Attack |
| **△ button** | Ability |
| **R1 button** | Special Technique or Magic |
| **R2 button** | Special Technique or Magic |
| **L1 button** | Special Technique or Magic |
| **L2 button** | Special Technique or Magic |

# PARTY MEMBER CHARACTERS

Here is a brief introduction to some of the characters who will join you in your adventures.

**NICCOLO**
A merchant whose family has been in business for generations. Has an affinity for money and his own unique set of values.

**DAENA**
A young soldier-in-training. She is currently looking for a way to save a friend in trouble.

**PEARL**
A shy and gentle Jumi. She has a tendency to become lost when deep in thought.

**ELAZUL**
With piercing blue eyes and a cape of sand, this knight of Jumi makes a stunning impression. He is on a mission along with Pearl to find allies. (But for what?)

**ESCAD**
A man with a strong sense of justice, he will do anything to defend what he believes is right. He fights for the cause of justice with an overbearing sense of righteousness.

**LISA**
An elf twin and the older sister of Bud. Lost both parents in a magic experiment gone awry. She keeps her father's broom as a memento.

**BUD**
Lisa's younger brother. A playful child and avid reader who idolizes magicians. He retains his mother's frying pan as a reminder of her.

**SIERRA**
A female dragoon in the service of the White Dragon. She has high expectations and hates to compromise.

**LARC**
A young dragoon with intense feelings. His own impulsiveness leads him into great trouble.

Here are some of the other characters living in the world of Fa'Diel. Some may provide you with helpful information.

LI'L CACTUS

MISS YUKA

TEAPO

INSPECTOR BOYD

REVEREND NOUVELLE

MARK

RACHEL

WATTS

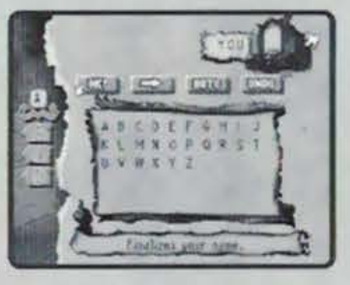
PELICAN

PROFESSOR BOMB

DUELLE

# CREATING A NEW WORLD

### 1. Select the character's name



The default name for the main character at the beginning of a new game is "YOU." To change this name, select the letter type from a list displayed on the left side of the screen. With the directional button, move the cursor to the letter screen and press the ⊗ button to execute the command. A maximum of ten letters can be entered. To delete letters, set the cursor to ➡ and press the ⊗ button or ◎ button. To select default names, set the cursor to AUTO and press the ⊗ button. Move the cursor to <UNDO> and press the ⊗ button to restore the default name. When selecting the name to be used, press the ⊗ button at <OK!>.

### 2. Select the location for land creation on the World Map

After the name has been selected, a large area map will be displayed. Press the ⊗ button to display a frame. Move the frame with the directional button and select the location for land creation to take place. The ⊗ button must be pressed twice for the command to be executed. Depending on the location of the frame, Some sections may not be suited for land creation – be aware of these areas. (See right).

**Light areas are OK**
If the area within the frame is the same color as the surrounding areas, it is possible to incorporate this area into the World Map.

**Dark areas won't work**
Areas in which there is too much water or dark areas within the frame are not suitable.

### 3. Determine the position of your Home p21

Once the location for land creation has been determined, the land creation process is next. Use the Mailbox to determine where to position Home. For details concerning the land creation operation, see page 8. Home may not be placed in the ocean.

### 4. The adventure begins at Home p21

When Home appears, the prologue will begin, explaining the background of the story. After the prologue, the game play begins at Home. At Home, the player can do things like save the game, care for pets, and create weapons.

### LOAD GAME: Continuing the game from saved data

When <Load Game> is selected, the screen will switch to the Loading Screen. After selecting the MEMORY CARD slot by pressing the directional button LEFT/RIGHT, select the saved data by pressing the directional button UP/DOWN. The play time, character name, saved land name, and data order is displayed on the bottom portion of the screen. Press the ⊗ button to resume the game from the selected saved data.

### Save and Continue p20

To save, press the ⊗ button while standing near a Save Point. After selecting <Save>, the screen will switch to the Save Screen. After selecting the MEMORY CARD and Save Slot to save the data, press the ⊗ button. Even if the whole party is defeated, it is still possible to try again.

**Save Points:** In front of the bed on the second story of Home. In front of the Save Point on the Field Maps. At Miss Yuka's Inn in the town of Domina.

**Legend of Mana** allows the player to structure the World Map freely through the land creation system. In order to advance the game, the player must clear various events and gain new locations on the World Map. Examine various locations and build a unique world.

### MOVEMENT METHOD: Between Lands & Inside Towns

The following three screens are used for movement. From the location that the player has created on the World Map, the player enters the Field Map and has the ability to move freely. The Town Map is displayed when the player enters a town. The player is able to move between lands at all times except during forced events.

## MAP SCREENS

**World Map**
On the World Map, the player may move between created locations.

**Town Map**
When the character enters a location from the World Map, the Town Map is displayed. The dots on the roads that extend through the town are different locations within the town. The directional button will move the character on this map.

**Field Map**
When the character moves onto a blue dot on the Town Map, he or she will enter that location and the screen will change to the Field Map, where town locations such as shops and other buildings may be entered. Most of the game takes place on the Field Map (or Field), from character interactions to enemy encounters.

Home and dungeons have no Town Maps.

### COLLECTING INFORMATION: Collecting Information & Events

Towns and dungeons exist on the Field. In towns, there are many types of residents, and if the player stands in front of them and presses the ⊗ button, they will begin a conversation. Events may occur depending on answers selected during the conversation. At other times, events may occur just by entering a particular location. While there are a number of important events that must be completed before reaching the ending, it is not necessary to finish every event.

**Introduction to Fa'Diel's species Vol. 1: (Sproutlings)**

Little creatures that seem to appear out of nowhere and end up living in any town. They all share the same mind with each other.

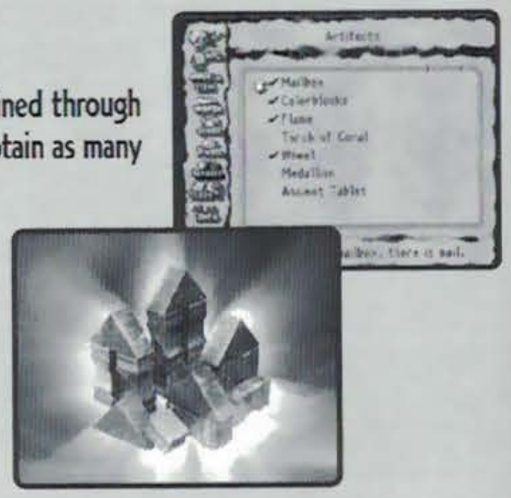
# 8 LAND CREATION SYSTEM

The Land Creation System involves strategically placing artifacts (see below) on the World Map, thereby forming new lands and creating the world that the game takes place in. The story unfolds as new lands are created.

## LAND CREATION PROCESS: PLACING ARTIFACTS ON THE WORLD MAP

### 1) Obtain Artifacts p14

The first step in the land creation process is to obtain mysterious items called artifacts. Artifacts may be obtained through talking to townsfolk, completing events, and other accomplishments. The absolute number is not certain – obtain as many as possible. Open the "items" section of the Menu screen to check artifacts you have acquired.




#### Artifacts with Ancient Power

Artifacts are crafted works of art holding strange powers, created by wise ancients long ago. They are repositories of the land's long-forgotten memories and the many events that once took place there. The lost memories come to life when the power of the artifact is released.

### 2) Select the Location to Place the Artifacts p9

To place an artifact on the World Map, press the ⊗ button to move the cursor to the artifact selection wheel. If more than one artifact is possessed, select an artifact by pressing the directional button LEFT/RIGHT and confirm the selection by pressing the ⊗ button. (To cancel, press the ○ button). After selecting an artifact and considering the Mana Level of the lands nearby, select where to position the artifact with the directional button. An artifact may only be placed in areas where the World Map is highlighted. After selecting a space, press the ⊗ button to finalize the selection. Press the SELECT button to call up a Help Screen that shows the basics of this operation.

### 3) Place the Artifacts and Create New Lands

After the location for an artifact has been determined, its sealed memories are released, and a new land will appear. Once a new land has been created, it is not possible to seal it again, so it is important to evaluate the situation before placing an artifact. To move between lands, select the land to move to with the directional button and press the ◉ button to execute the command.

### 4) Continue the Journey Upon Entering New Lands

Once you have arrived at a different land, you can enter it by pressing the ⊗ button. The screen will change according to location: if the location is a town, the screen will change to a Town Map, and if the location is a dungeon, the screen will change to a Field Map. The calender in the upper right-hand corner of the screen advances one day for each space you move. Each day of the week is related to the power of magic and to certain events – remember to check them when necessary.

In the world of Fa'Diel, the Land Creation System, World Map, Mana levels, and spirits are all related. Read on to find out how...

## POINT 1: MANA & SPIRITS HAVE EIGHT DIFFERENT ELEMENTS p18

Mana is the source of all life and has eight elements, each of which is ruled by a spirit. The world is filled with Mana, but the concentration tends to differ between locations. Locations where the Mana level is high for a certain element affects the same element in locations nearby. When entering a land, if the player is lucky, the spirit of the elements which are a part of that land may make an appearance.

### SPIRITS & THEIR CHARACTERISTICS

| | | | |
|---|---|---|---|
| **Wisp** - "Spirit of Light" that lightens the world and governs sacred light. | **Shade** - "Spirit of Darkness" that covers the land with complete darkness. | **Dryad** - "Spirit of the Trees" that governs the strength of trees. | **Aura** - "Spirit of Gold", the master of all elements produced. |
| **Salamander** - "Spirit of Fire" that is able to manipulate scorching fire. | **Gnome** - "Spirit of the Land" that protects the land. | **Jinn** - "Spirit of the Wind" that controls the weather. | **Undine** - "Spirit of Water" that is the source of life. |

## POINT 2: KEEP THE MANA LEVEL IN MIND

The Mana of the newly formed land gives neighboring lands the power of Mana, and it has the ability to change the Mana Level according to the elements (4 stages, from 0 to 3). The Mana Level of the land highlighted by the cursor will be shown in the bottom left corner of the map. Use the directional button to switch the elements of the Mana being checked. The overall Mana level may be checked by pressing the △ button.

## POINT 3: THE RELATIONSHIP BETWEEN ARTIFACTS & LAND

The land that appears when the artifact is released has already been decided. Each artifact has one memory sealed within it.

**Introduction to Fa'Diel's species Vol. 2: (Faeries)**

Deeply love nature and dislike humans.
But they are still interested in what humans are up to.

# USING THE MENU SCREEN

On the Field Map, switch to the Menu Screen by pressing the START or ● button. Menu headings are displayed on the left hand side. Each heading is displayed below.


| | |
|---|---|
| Status | page 10 |
| Items | page 12 |
| Config | page 14 |
| Event List | page 14 |
| Return | page 15 |

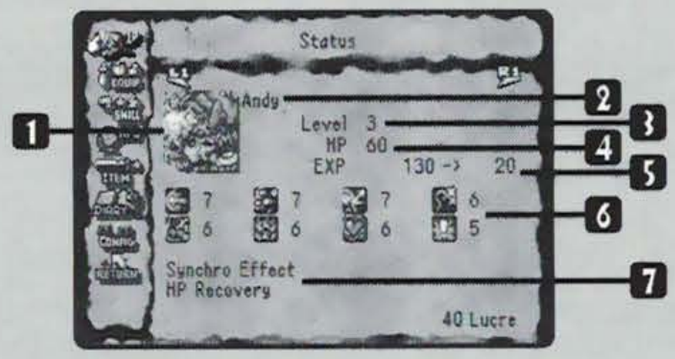

## STATUS - [Status + Equip + Ability/Technique/Magic]

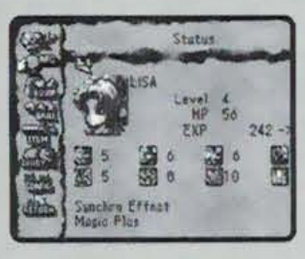
Here, a character's status may be checked, equipment changed, and Abilities confirmed. Switch between screens with the L1/R1 button.

### •STATUS: Checking the Status of the Main Character

It is possible to check the current condition of the main character. Set the cursor to the character's face icon and press the ⊗ button or the right directional button to move the cursor to the right hand side. Two icons also become available, "EQUIP" and "SKILL" which are described below.

1. Portrait
2. Name
3. Level
4. Hit Points – damage the character can take.
5. Experience Points necessary to reach the next level
6. Parameters
7. Synchronized effects during battle p19



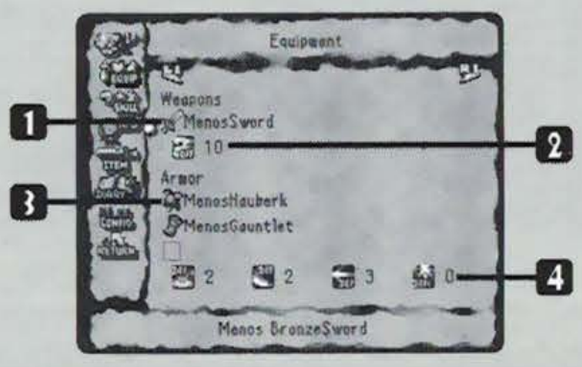

### Status Windows for NPCs & Pet Monsters

When the main character's party includes NPCs (Non-Player Characters), pet monsters, or Golems, a new menu bar will appear in the left hand column under the main character's portrait. The status of other party members can be checked in the same manner as the main character. It is possible to change the names of pets and Golems.

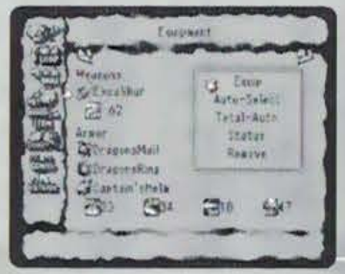
### •EQUIP: Equipping Weapons & Armor

The character is able to equip different types of weapons and armor. After weapons and armor have been purchased or created, they must be equipped before they can be used. To open the equipment window, move the cursor to the right, select the weapons or armor, and press the ⊗ button. Please refer to the following section regarding other operations.

1. Weapon currently equipped
2. Attack power of the equipped weapon
3. Armor currently equipped
4. Total value for each defensive item



### Equipment Window Commands



**Equip-** This command allows the character to change the items they have equipped. To equip an item, select the item to be changed by pressing the directional button UP/DOWN (change options with the ■ button) and then press the ⊗ button. If this is the item the player intends to change, the player must set the cursor to <Change> and press the ⊗ button once again.

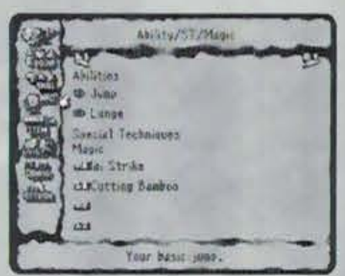
**Auto-Select -** This command automatically equips an item stronger than the selected item.

**Total-Auto -** This command automatically selects the strongest weapon and armor items in your inventory.

**Status -** This command allows the status of the selected item to be checked. (see page 13)

**Remove -** This command removes equipped items. Once a weapon has been unequipped, all associated Special Techniques that have been preset will be canceled. Reset all Special Techniques for the newly equipped weapon.

### •SKILL: Adjusting Button Configurations P16



Each button can be customized with a different action for battle. Move the cursor to the right side, select the button to change with the directional button and ⊗ button, select the action to assign from the list that appears, and then press the ⊗ button to confirm. Please see below regarding other operations.

**Setting Abilities**
Abilities refer to actions taken during battle, such as jumping or spinning. Select the ability by pressing the directional button UP/DOWN and press the ⊗ button to execute the command. Up to two abilities may be set.

**Setting Special Techniques/Magic**
Special Techniques and magic are set to the R1, R2, L1, and L2 buttons. Select the button to set and press the ⊗ button. After selecting a Special Technique or magic from the menu that appears, a list of each that are available will be displayed. Make a selection by pressing the directional button UP/DOWN and confirm it by pressing the ⊗ button.

*The action buttons that can be distributed among abilities, special attacks, and magic can be freely interchanged with the "Config" option described on page 14.

**Introduction to Fa'Diel's species Vol. 3: (Pirate Penguins)**

Penguins that have the tendency to tell silly jokes a little too often. Extremely proud of the fact that they are pirates, though they don't seem to act like pirates very often.

## MENU SCREEN ICONS

**Status Icons -** These icons are used on the Status Screens of characters, weapons, armor, and instruments. Elements corresponding to each status have no effect on Mana Level.

| | | | |
|---|---|---|---|
| **Power -** Affects the destructive power of heavy weapons that require strength. | **Skills -** Affects the destructive power of weapons that require great dexterity. | **Defense -** Affects the resistance to physical attacks from monsters. | **Magic -** Affects the resistance to the magic attacks that monsters use. |
| **HP -** Represents basic physical power, affects resistance to poison. | **Spirit -** Affects resistance to a monster's status magic. | **Charm -** Affects the success rate of the character's own status magical power. | **Luck -** Affects the appearance rate of treasure chests within the dungeons. |

**Elemental Essence Icons -** These icons are used on the Status Screens of pet monsters, weapons, armor, and instruments. The elemental essences are added mostly to instrumental magic since such magic directly receives the effects of each element.

| | | | |
|---|---|---|---|
| **Light -** A light elemental essence level that Wisp possesses. | **Darkness -** A darkness elemental essence of which Shade is very much a part. | **Tree -** A tree elemental essence level that is blessed by Dryad. | **Gold -** A gold elemental essence level with the power of Aura. |
| **Fire -** A fire elemental essence level that affects the destructive power of Salamander. | **Earth -** An earth elemental essence level with the power of the land, governed by Gnome. | **Wind -** A wind elemental essence level that can absorb the power of Jinn. | **Water -** A water elemental essence level that has the power of Undine. |

**Defense Icons -** These icons are used on the Status Screens of armor and character equipment.

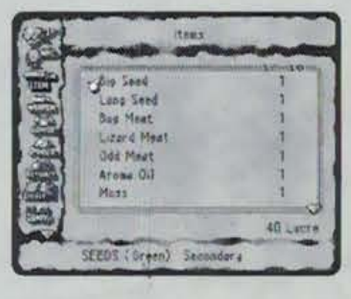
| | | | |
|---|---|---|---|
| **Strikes -** Defense power that counters hits from monsters. | **Slash -** Defense power that counters slash attacks from monsters. | **Pierce -** Defense power that counters thrust attacks from monsters. | **Magic -** Defense power that counters magic attacks from monsters. |

## ITEMS (Items + Weapons + Armor + Instruments + Artifacts)

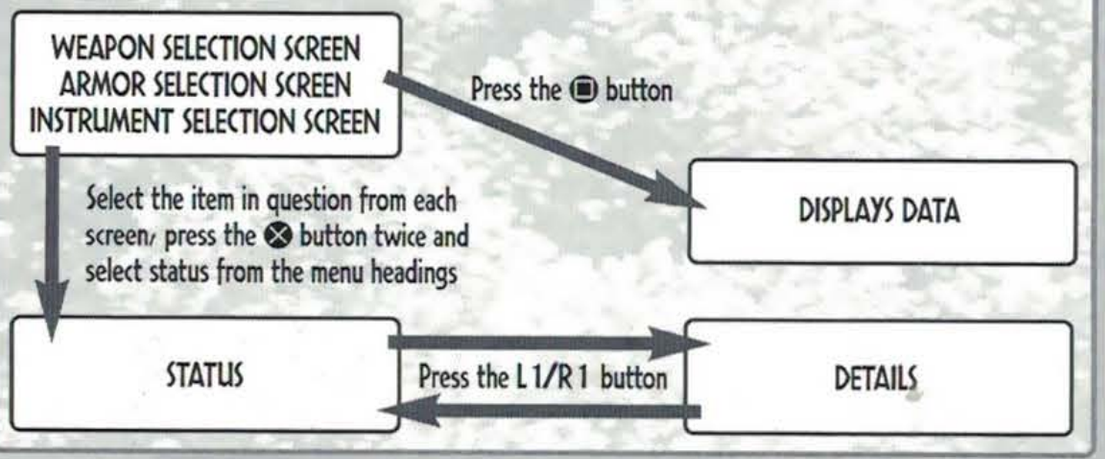
Some inventory items are components for weapons and instruments. They can be categorized under weapons, armor, instruments, and artifacts. If the player sets the cursor to the item icons and presses the ⊗ button, each type of icon will be displayed. If the cursor is set to each icon and the ⊗ button is pressed twice, the cursor will move to the right.

### •ITEM: Checking Items

The items the character possesses can be checked here. The details of each item will be displayed if the cursor is set alongside the icons with the directional button. Pages can be skipped with the L1/R1 button. Four icons also become available, "WEAPON", "ARMOR", "INST", and "ARTIFACT", which are described below. The amount of money possessed by the party is displayed at the bottom right hand corner of the screen.



**Menu Relationship Between Weapons/Armor/Instruments**
Weapons, armor, and instruments all have the same structure level. The first level is the selection screen, and below that lies the Status Screen and Detail Screen.

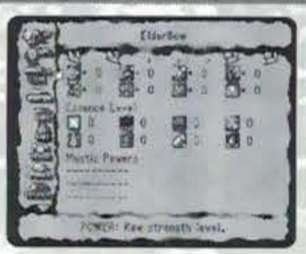

WEAPON SELECTION SCREEN
ARMOR SELECTION SCREEN
INSTRUMENT SELECTION SCREEN
Press the ● button
DISPLAYS DATA
Select the item in question from each screen, press the ⊗ button twice and select status from the menu headings
STATUS
Press the L1/R1 button
DETAILS

## •Weapons: Checking the Elements & Status of Weapons p17

Move the cursor by pressing the directional button UP/DOWN, select a weapon, and press the ⊗ button to check a weapon. To organize the weapon list, first mark the weapon you want to move with the ⊗ button. Move the cursor to another weapon and press the ⊗ button again to switch entries. Pressing the ● button displays data such as parameter bonuses, Plunge Attacks, elemental levels, and elemental essences.

**Status of Each Weapon (p 2)**
Change the name of a weapon by setting the cursor to the name of the weapon and pressing the ⊗ button. Switch weapons with the L2/R2 buttons.

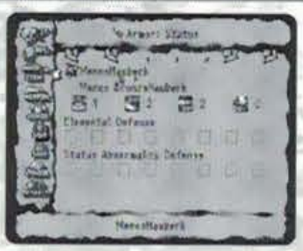
**Details of Each Weapon (p 23)**
Check the bonuses, elemental level, and mystic powers of the weapons. Switch weapons with the L2/R2 buttons.



## •Armor: Checking the Elements & Status of Armor

The operation is similar to the weapon menu. Pressing the ● button displays defense bonuses, elemental defense bonuses, and status abnormality defense bonuses. At the top of the armor list, defense power relative to monster attacks such as "strike" and "slash" will be displayed. There are 12 types of armor, starting with shields and helmets, armor, batons, mail, and accessories.

**Status of Each Armor**
Like weapons, the names of armor may also be changed. Elemental Defense levels and status abnormalities will be displayed through icons.



**Details of Each Armor (p 23)**
Check the bonuses, elemental level, and mystic powers of the armor. Switch armor with the L2/R2 buttons.

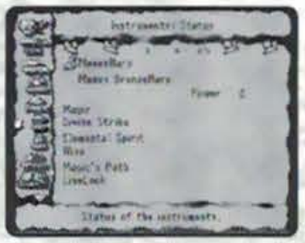
### •Instruments: Checking the Elemental Essences & Status of Instruments p18

The operation is similar to the weapon menu. Pressing the ● button displays the elemental level and magic(the magic name on top, followed by spirit and target area). The destructive power of the magic will also be displayed in the upper right hand corner of the list. There are eight elements for the following four types of instruments:

- •Harp
- •Flute
- •Drum
- •Marimba

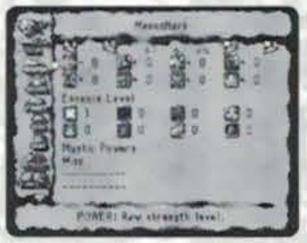
**Status of Each Instrument (p12)**

The name of the instrument can be changed as with weapons. The destructive power of magic, the magic of the instrument, spirits that protect the instrument, and the magic route can be checked.



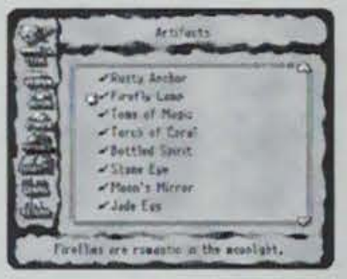
**Details of Each Instrument (p23)**

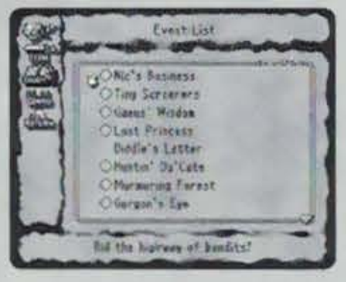
The bonuses of the instrument, elemental level, and mystic powers can be checked. Switch instruments with the L2/R2 buttons.



### •Artifacts: Reading the Artifact List p8 p9

It is possible to examine obtained artifacts. The characteristics of an artifact will be displayed on the bottom of the screen when the cursor is set to the artifact by pressing the directional button UP/DOWN. A check mark will appear to the left of the name of artifacts that have already been used to create lands. Skip pages by pressing the L1/R1 buttons.



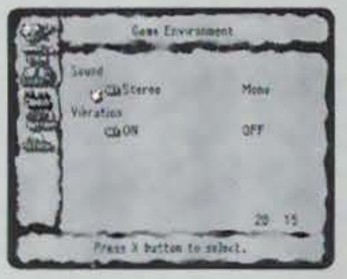




## EVENT LIST: Displays Events in a List Format p7

Here, a list of events that have occurred can be viewed. The event names that have a round yellow icon next to them have already been completed. When new artifacts cannot be obtained, check the event list and attempt to finish an event that has not yet been completed.

## GAME ENVIRONMENT: Setting the Game Environment

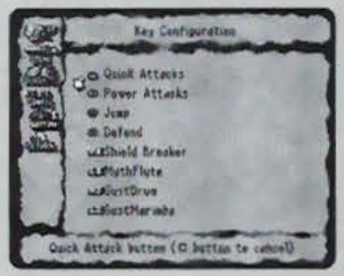
When changing the sound setting, select STEREO or MONO by pressing the directional button LEFT/RIGHT, and press the ⊗ button to execute the command. Select vibration function ON/OFF by pressing the directional button LEFT/RIGHT and press the ⊗ button to execute. At the bottom right hand corner of the screen, the play time is displayed.




### •Config: Adjusting Game Settings & Button Positions for Battle

This icon lets the player customize sound and controller options and change button functions for battle. The "BUTTON" icon also becomes available and will be discussed below.

### •Button: Setting the Action/Attack Button Positions p11




Change button functions in this menu by swapping the position of the buttons. After moving the cursor to the right side, select the button to be switched by pressing the directional button UP/DOWN and press the ⊗ button. Move the cursor to the button that will swap positions with the selected one and press the ⊗ button to complete the process. If the ⊗ button is pressed at this time, it is possible to switch the buttons back to the default setting (initial setting).

### RETURN: Close the Menu & Return to the Game

If the cursor is set to the "Return" icon and the ⊗ or ◎ button is pressed, the Menu Screen will close. Also, if the cursor is set to other icons and the ◎ button is pressed, the cursor will automatically move to "Return."

# BATTLE SYSTEM

Many different monsters roam the dungeons of Fa'Diel. If a wandering monster is encountered while exploring a dungeon, battle ensues will be initiated.

1) Character's face
2) Synchro energy gem
3) Hit Points
4) Special Technique Meter (Special Techniques are usable when this bar fills up)

The flow of battle is explained as follows:

**1) Battle Begins When Monsters Appear**
When monsters appear on the Field, movement becomes restricted, and the game enters battle mode. The main character and other party members will take up a battle stance. When this occurs, the game cannot progress until all the monsters have been defeated.

**2) Defeat Monsters by Continuously Attacking** p17 p18
Attack type include normal attacks, Special Techniques, and magic. Watch the movements of the monster and maneuver to avoid damage from attacks.

**3) Gems & Money, Obtaining Items**
Upon defeating monsters, blue colored gems, money, and other items appear on the Field. After some time, the objects will disappear, so pick up these items as soon as they appear.

**4) Battle Ends With the Display of the Confirmation Screen**
When all monsters have been defeated, the money and number of gems collected will appear on the screen, notifying the player that the battle has been completed. If NPCs and pets are present, the gems that they have obtained will be added to their respective experience points.

## TYPES OF ATTACKS

**•Normal Attack: Attack with an Equipped Weapon** p10

There are two types of normal attacks. One is the quick attack in which swift attack movements are conducted one after the other (✕ button is the default setting). The other attack is the power attack, which strikes the enemy with one powerful blow (● button is the default setting). In either case, if the strikes hit the enemy, the Special Technique Meter at the top of the screen will begin to fill. The function of the buttons can be changed with the "Config" option of the Menu Screen (p 14).

**Attack with Quick Attacks**

Although a single strike is not very powerful, quick attacks allow the player to strike continuously. The rate a weapon can strike again varies by the weapon type.

### Attack with a Power Attack

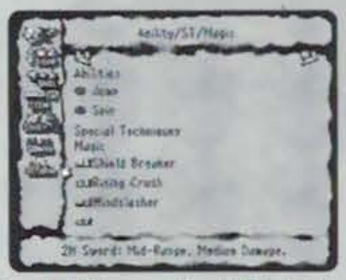
This is a single but powerful attack. The only drawback is its slow recovery.

### Ability: Various Actions in Battle p11

Abilities refer to jumping, defending, lunging, and all other actions that can be performed during battle. Two of these actions can be assigned to the controller buttons. In the initial setting, there are eight learned abilities. New abilities can be acquired by using the abilities, or through the combined use of abilities that have been assigned to the buttons.

### Special Techniques: Attack Methods With Immense Destructive Power

As Action Abilities are used, Special Techniques can be learned in which one strike is filled with immense destructive power. The techniques learned will depend on the weapons equipped, and the number is vast. Special Techniques can be set to each button using the Menu Screen (maximum of 4), and button positions can be switched with the Config Menu. Special Techniques may be performed during battle once the blue Special Technique Meter reaches maximum. To check button assignments during battle, press the START button to pause the game. When each button is pressed, the techniques and ability names will be displayed.



Action Abilities and Special Techniques are assigned to buttons in the Menu Screen.

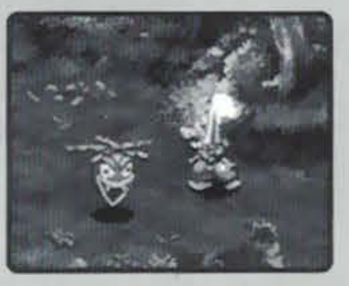
When the Special Technique Meter at the top of the screen reaches maximum capacity, a Special Technique can be performed.

As abilities are used more frequently, it is possible to learn more Special Techniques.

### Status Abnormalities Occur when Struck by Special Attacks from Monsters

Depending on the monster attacks, there will be instances when status abnormalities will occur during battle (they will recover naturally). Some abnormalities are introduced below, but there are other abnormalities that are not listed.

| Name: | Symptom: |
|---|---|
| Poison | Prevents natural recovery of Hit Points. |
| Confusion | Up and down commands, right and left commands will be reversed. |
| Sleep | Characters cannot be controlled while asleep, though receiving damage will wake them up. |
| Petrification | The character's body will become stone, and the character cannot be controlled for some time. |
| KO | When a character's Hit Points are depleted, he or she will be rendered unconscious. |



## MAGIC: Summoning the powers of the Elemental Spirits through instruments.

First, an instrument must be purchased in town and assigned to a button in the Menu Screen. During battle, while this button is held, the target area becomes visible, and when the button is released, a spirit will appear and will activate the magic. This magic may be used an infinite number of times during battle, and the destructive power of the magic will differ according to character level, type of magical instrument, and power. Enchanted instruments may be created in the Instrument Workshop (p23).

Magical instruments can be purchased in the shops within towns.

The orbit of the effective range depends on the type of magic and instrument.

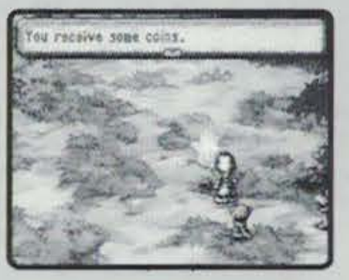
By calling the spirits and absorbing their power, the player will be able to use their magic.

### Main Instruments & Their Magic

| | | | |
|---|---|---|---|
| **FlowHarp** - This instrument holds the power of Undine. A half-circular target area appears and deals damage with bubbles. | **FlameFlute** - This instrument holds the power of Salamander. A wave target area appears and engulfs the enemy in flames. | **GustMarimba** - This instrument holds the power of Jinn. A random target area appears and summons tornadoes. | **EarthDrum** - This instrument holds the power of Gnome. A target area spreads from within and attacks with bedrock. |
| **GoldenHarp** - This instrument holds the power of Aura. A half-circular target area appears and damages with shrapnel. | **ShineFlute** - This instrument holds the power of Wisp. A half-circular target area appears and attacks with light. | **WoodMarimba** - This instrument holds the power of Dryad. A donut-like target area appears and attacks by shooting splinters. | **DarkDrum** - This instrument holds the power of Shade. A target area spreads from within, engulfing the enemy in darkness. |

### Play Music for a Spirit & Earn Elemental Coins p23

In areas where the Mana Level is high, there are times when the patron spirit will appear. Upon discovering a spirit, an instrument selection screen will appear, letting the player select instruments and play a song. If the spirit likes the tune, it will move closer. Move toward the spirit to receive an Elemental Coin. This is an important item in creating new magical instruments.



### Battling Alongside NPCs, Pet Monsters, and Golems. P4 P22 P24

Characters such as NPCs, pet monsters, and Golems can join you in your adventures. As long as the 2P Control Setting are set to Auto Mode (default setting), party member's will fight, use Special Techniques, and cast magic by themselves. When a party member's Hit Points are depleted, her or she will not be able to move for a certain amount of time. Pet monsters and Golems cannot be in the same party together.

### Character Synchronization P17

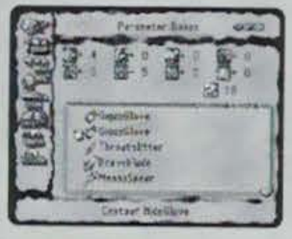
During battle, there will be times when electricity can be seen running between each character's Special Technique Meter. This shows that they are undergoing synchronization. Synchronization creates helpful effects. Each NPC has different types of synchronization, so check the type available in the Menu Screen upon forming a party.

| Main Synchronization Types | |
|---|---|
| **HP Recovery** | Speeds up Hit Point recovery. The main character gives this power. |
| **Bonus Lucre** | Increases obtainable money after defeating enemies. Niccolo gives this power. |
| **Attack Gauge PLS** | Fills the Special Technique Meter faster. Elazui gives this power. |
| **Spirit Plus** | Increases spirtual ability. Bud gives this power. |

**Introduction to Fa'Diel's species Vol. 3: (Dudbears)**

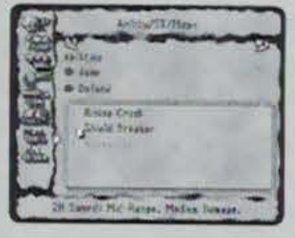
Diggers who work for Roger's mining business. Now they are forced to join his new religious activities, with a dog as their lord.

Four useful suggestions for battle are given here. Use these as a guide to learning new techniques.



### POINT 1: Change Weapons & Attack in Different Ways P10

To become familiar with the various attacks available, equip different types of weapons. In doing so, the player will learn different variations of Special Techniques and will be able to fight at short as well as long range.



### POINT 2: Change Abilities Frequently P11

Change abilities often to learn new, more sophisticated techniques.

### POINT 3: Learn Plunge Attacks

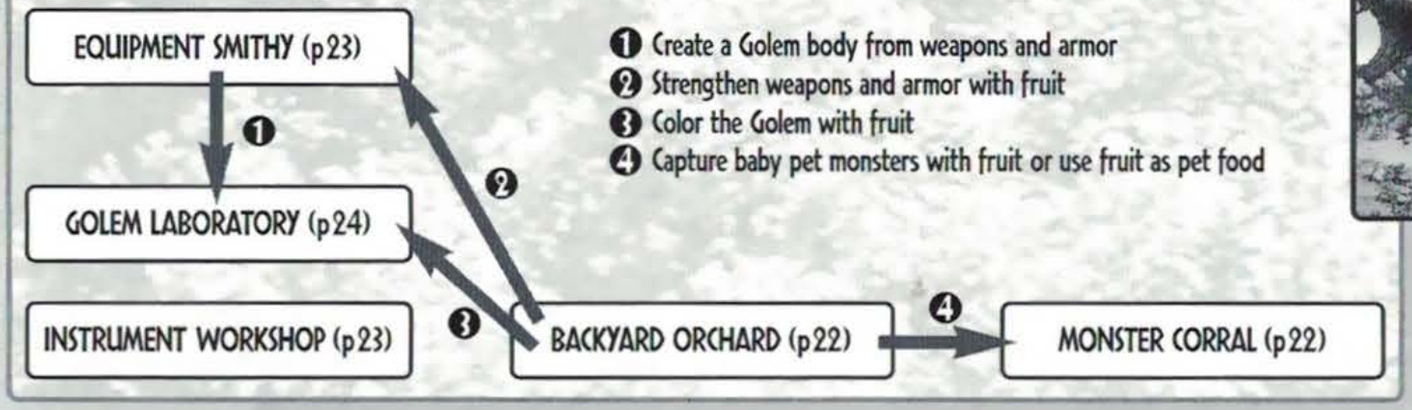
Plunge attacks are sophisticated techniques in which quick attacks or action abilites are used consecutively, allowing the character to deal an immense amount of damage. A blue afterimage shows when a plunge attack is performed.

### POINT 4: Retry with "Continue"

When all members in your party are out of Hit Points, the continue screen shown to the left will appear. Press the ⊗ button to take on the challenge again.

Home is the main character's base of operations. To the west of this home lie the Workshops, to the east lies the Monster Corral, and to the south lies the Backyard Orchard. Creation events take place in each location. There are three rooms in the Workshops, and a total of five types of creation events to experience.

**Relationship of Creative Events**




1. Create a Golem body from weapons and armor
2. Strengthen weapons and armor with fruit
3. Color the Golem with fruit
4. Capture baby pet monsters with fruit or use fruit as pet food

### The Study on the First Floor

The room on the right side of the first floor of the house is the study. Stand in front of the bookshelf and press the ⊗ button to view the menu ring. Various books you receive during your adventures can be read here.

## MONSTER CORRAL: Raise Pets to Take Along on the Journey p19

Upon completing a specific event, the Monster Corral of the Home will become available for use. When entering this Corral, a menu ring appears, making it possible to raise pet monsters (details below). Normally, pets are captured as eggs and are brought to the Corral by Pelican. A maximum of five pets can be raised at once. The pets will undergo several transformations and, after completely maturing, will be able to join the party as a member.

### Monster Corral/Using the Menu Ring

| | |
|---|---|
| **Take a Pet** | Select the pet with the directional button and press the ⊗ button twice to have the pet join the party. |
| **Leave Pet** | Select this command to remove the pet from the party. |
| **Feed** | Select the pet with the directional button and choose the food to give it from the food box. |
| **Graze** | Select the pet with the directional button and execute. Up to three pets can be selected. |
| **Sell** | After selecting the pet, talk with the owner of the item shop to reach an agreement. |
| **Encyclopedias** | Encyclopedias will be displayed with a menu ring (p21). |
| **Cancel** | Select "Cancel" to exit the Monster Corral. |

Duelle explains how to capture a monster egg.

Mature pets can be named and allowed to graze the land.

## BACKYARD ORCHARD: Using Trent's Menu p24

Once the event involving the enormous aged tree, Trent, had been cleared, fruit can be grown in the orchard on the south side of the Home. To grow fruit, talk to Trent and select <Give Seeds>. Over time, the fruit will grow and ripen. To gather the ripe fruit, stand in front of the shadow of the fruit and press the ⊗ button. The fruit may be used in various ways.

### Backyard Orchard/Using Trent's Commands

| | |
|---|---|
| **Give Seed** | A seed ring command will appear. Select the seed to give to Trent. |
| **Talk to Him** | Chat with Trent. |
| **Cancel** | End the conversation with Trent. |

When seeds are given, the fruit receives blessing from Mana and will ripen.

Given time, fruit will grow based on the type of seed.

## EQUIPMENT SMITHY: Create Original Weapons & Armor

There are three rooms in the Workshops located to the west side of the Home. One of the rooms is the Equipment Smithy. Here, items are used as material to create new weapons, and extra or secondary material can be added to provide additional effects. Select the type and items by pressing the directional button UP/DOWN and pressing the ⊗ button. Test a variety of materials in order to create the ultimate weapon.

### Weapon & Armor Creation/Using the Menu Ring

| | |
|---|---|
| **Forge a Weapon** | Select a weapon type and main component. |
| **Temper a Weapon** | Select a weapon to temper and the secondary material with which to alter. |
| **Forge Armor** | Select an armor type and main component. |
| **Alter Armor** | Select an armor to alter and the secondary material with which to alter. |
| **Encyclopedias** | Encyclopedias will be displayed with a menu ring (p21). |
| **Cancel** | Select "Cancel" to exit the Equipment Smithy. |

Upon entering the room, the ring icon will automatically appear.

Equipment that has been forged or altered can be tested outside.

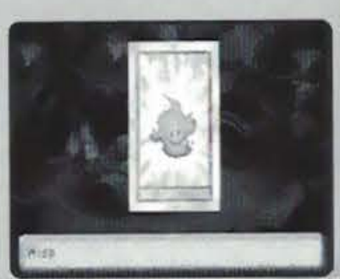
## INSTRUMENT WORKSHOP: Create Powerful Enchanted Instruments p18

Pre-made enchanted instruments may be purchased in shops. Raw materials can be also collected and taken to the Instrument Workshop to create an original instrument. The creation method is basically the same as equipment, but for musical instruments it is necessary to use Elemental Coins. Elemental Coins are extremely precious, so they should be saved and used for creating the ultimate musical instrument.

### Instrument Creation/Using the Menu Ring

| | |
|---|---|
| **Make an Instrument** | Select the instrument type, materials, and an Elemental Coin. |
| **Encyclopedias** | Encyclopedias will be displayed with a menu ring (p21). |
| **Cancel** | Select "Cancel" to exit the Instrument Workshop. |

Elemental Coins can be obtained by playing music for spirits.



After a musical instrument has been completed, the power of the spirit which was added last will be displayed.

## GOLEM LABORATORY: Construct a Golem and Bring it to Life p19

The Golem creation event involves creating an individual and original mechanism. The body is constructed with equipment. When creating the body, the size of the logic grid is determined by the number of pieces of equipment used. By combining logic blocks, an action pattern is created and color can be added with fruit. Once all this is done, the Golem will be complete and can join the party as a member.

### Body Creation/Using the Menu Ring

| | |
|---|---|
| **Create Golem** | Select raw materials to create the Golem's basic body. |
| **Encyclopedias** | Encyclopedias will be displayed with a menu ring (p21). |
| **Cancel** | Select "Cancel" to exit the Golem Laboratory. |

### Golem Creation/Using the Menu Ring

| | |
|---|---|
| **Take Golem** | Select the Golem with the directional button and press the ⊗ button twice to have the Golem join the party. |
| **Leave Golem** | Select this command to remove the Golem from the party. |
| **Logic** | Combine created logic blocks to determine the battle pattern. |
| **Paint** | Add colors by selecting fruit. |
| **Discard** | Dispose of the Golem for the raw materials that make up the body. |
| **Encyclopedias** | Encyclopedias will be displayed with a menu ring (p21). |
| **Cancel** | Select "Cancel" to exit the Golem Laboratory. |

In the Lab, stand in front of the pedestal and press the ⊗ button to begin.

**Logic Setting -** When selecting "Logic", the horizontal line is distance and the vertical line is the length of the attack gauge. After selecting the block, it may be rotated by pressing the △ button.

### Creating Logic Blocks/Using the Menu Ring

| | |
|---|---|
| **Make Blocks** | Select a combination of any two weapons, armor, or musical instruments to form a block. |
| **Block list** | Check the characteristics of blocks created or arrange them differently. |
| **Encyclopedias** | Encyclopedias will be displayed with a menu ring (p21). |
| **Cancel** | Select "Cancel" to exit the Golem Laboratory. |

### THE CACTUS DIARIES

Li'l Cactus can be found on the left side of the 2nd floor of the Home. He will not talk until certain events have been completed. After having a friendly chat with the Li'l Cactus, try to find the Cactus Diaries and see what he wrote about your adventures.

The following points of advice will assist in advancing and getting the most out of the game.

## HINT 1: VISIT THE SHOPS IN TOWN

Purchasing weapons and armor at the shops in town will greatly increase a character's chances of doing well in battle. The variety of items sold changes according to the land's particular Mana Level. To purchase an item, stand in front of the shopkeeper and press the ⊗ button. After moving the cursor to <Buy Item>, press the ⊗ button again. Next, select the item to be purchased by pressing the directional button UP/DOWN and change the number of items to be purchased by pressing the directional button LEFT/RIGHT. Press the ⊗ button again, and a confirmation screen will appear. If there are no errors, set the cursor to <Yes> and press the ⊗ button. Press the ○ button to cancel. The steps are the same when selling unwanted items.

## HINT 2: INVITE A FRIEND'S CHARACTER TO JOIN YOU

In this game, it is possible to have another main character appear as a second player. To do this, visit the church in the town of Domina and talk with Nouvelle. After selecting <About Using 2P> under the "About battle" heading, follow the message hints and go to the empty building in the Center of Domina. No NPCs can be in the party. Press the ⊗ button when standing in front of the door, and select the data you want to load from the MEMORY CARD. The second main character will join your party in a different color than the existing main character.

**NOTE:** Main characters with the same data cannot be summoned. In order to save second player data and go separate ways, stand in front of the shack door again and press the ⊗ button twice. Select the slot from which second player data was loaded and the second player data (experience points and levels) is automatically saved, and the two main characters can separate from one another.

## HINT 3: CHANGE SETTING TO ALLOW TWO SIMULTANEOUS PLAYERS

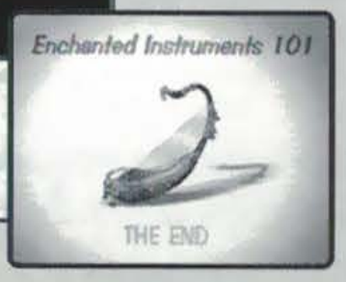
In addition to saving at an Inn's front desk and other save points, it is also possible to set the game to allow two players to play simultaneously. Stand in front of the Save Point and press the ⊗ button. Set the cursor to <2P Control> and press the ⊗ button. When the setting window opens, select the mode by pressing the directional button UP/DOWN and press the ⊗ button again to execute the selection.

## HINT 4: A MYSTERIOUS ALLY WILL HELP YOU

At some point in the journey, a mysterious giant creature by the name of Boink may be encountered. Boink has special powers, and those who talk to the creature will be transported to another location. Use this shortcut to your advantage - it will prove to be very useful in moving forward quickly.

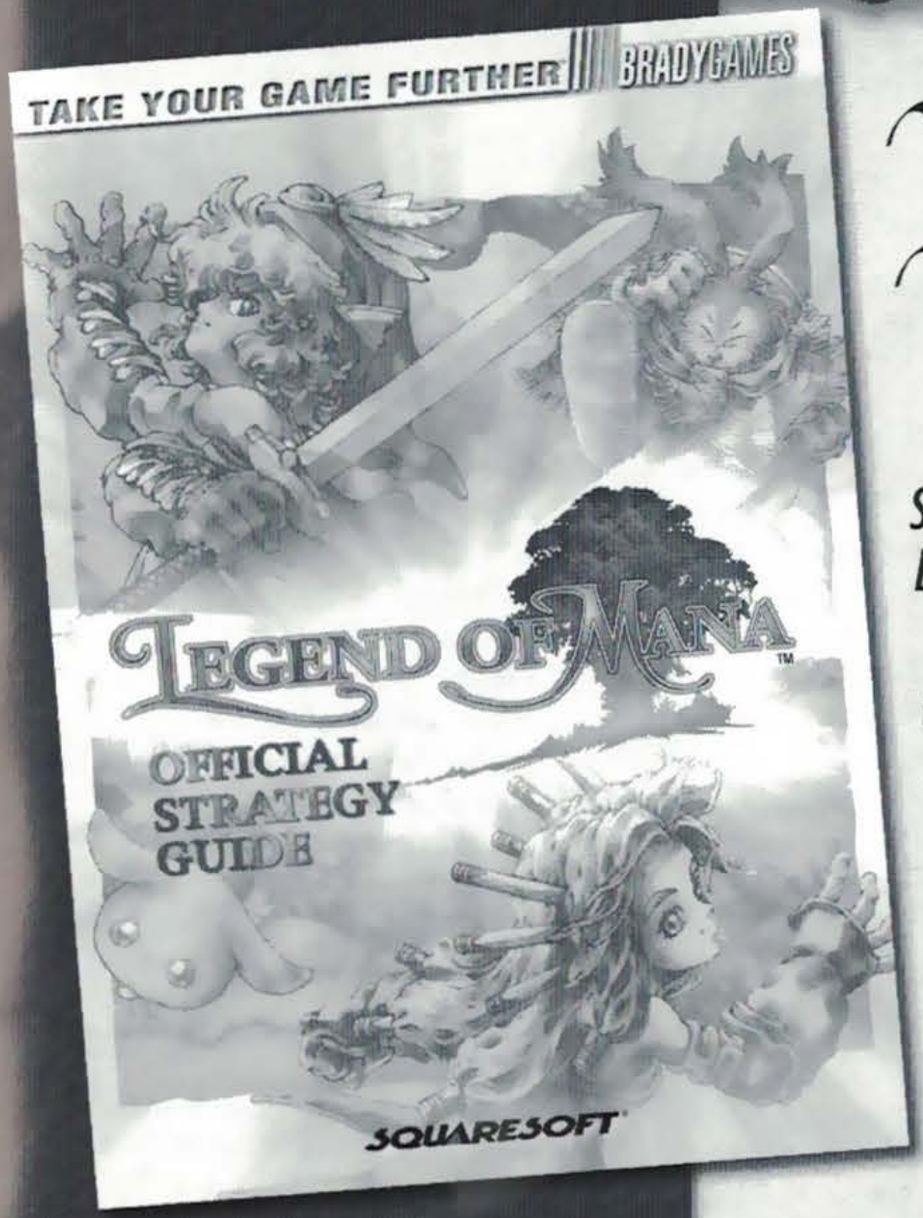
## HINT 5: MINI EVENTS CAN TAKE PLACE ANYWHERE

In addition to the events that move the story forward, there are other events to experience, such as raising pets or creating weapons. There are also various mini-events in which it is possible to use a friend's saved data. Feel free to investigate all options - it's your world, after all.




## HINT 6: BENEFITS AFTER COMPLETING THE GAME

Once the the game has been played to its end, play again to take advantage of special benefits. Saved data can be continued, and abilities, Special Techniques, pets, Golems, Encyclopedias, etc. can be carried over to the new game. Play more than once to get the most out of the world of Fa'Diel.




# WHERE IS THE MANA TREE?

# WHAT HAPPENED TO THIS ONCE BEAUTIFUL WORLD?

*Solve these mysteries and more with the BradyGAMES Legend of Mana™ Official Strategy Guide.*

*Find and complete every side quest and explore the walkthrough and bestiary sections to carry out every mission and rebuild Fa'Diel.*

*To purchase the BradyGAMES Legend of Mana™ Official Strategy Guide, visit your local electronics, book, or software retailer or order the book via the web at www.bradygames.com.*

*ISBN 1-56686-986-2*
*UPC 7-52073-86986-1*
*Price $14.99 US / $21.95 CAN*

SQUARESOFT®
www.squaresoft.com

BRADYGAMES
TAKE YOUR GAME FURTHER
www.bradygames.com

### SQUARE CO., LTD.

| | |
|---|---|
| Director | Koichi Ishii |
| Producer | Akitoshi Kawazu |
| Program Main/Battle | Tomoki Anazawa |
| Game Design & System Design Chief | Akihiko Matsui |
| Art Director & Map BG Graphic Design Chief | Koji Tsuda |
| Battle Effect & Battle Design Chief | Hiroshi Takai |
| Character Illustration & Character Graphic Design Chief | Shinichi Kameoka |
| Music | Yoko Shimomura |
| Story & Event Data Chief | Nobuyuki Inoue |
| World Map System Design Chief & Sub System Design | Daisuke Fukugawa |
| Map Data Chief | Hiroyuki Kuwata |
| Boss Monster Design Chief | Toshiaki Matsumoto |
| Pet Monster Graphic Design Chief | Noriko Sasaki |
| Localization Department General Manager | Koji Yamashita |
| Deputy General Manager | Akira Kashiwagi |
| Localization Coordinator | Kazuyoshi Tashiro |
| Localization Specialist | Amanda J. Katsurada |

### SQUARTZ CO., LTD.

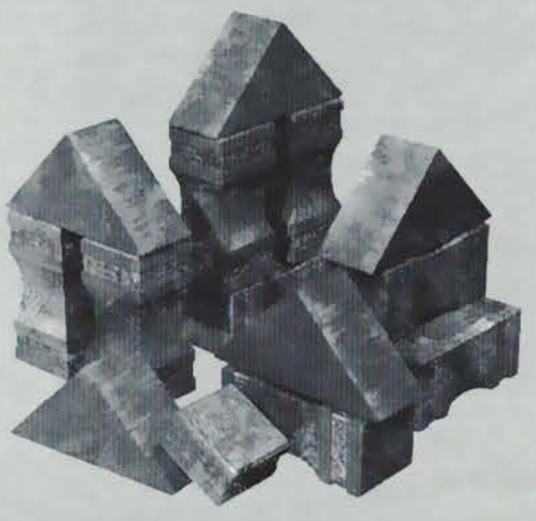
| | |
|---|---|
| President | Hiromi Masuda |
| Quality Assurance Section | Hideaki Matsuoka, Shiro Koizumi |

### SQUARE SOFT, INC.

| | |
|---|---|
| Localization Staff | |
| Localization Specialist | Brody Phillips |
| Editors | Brian Bell, Richard Amtower |
| Associate Producer | Aki Kozu |
| Quality Assurance Staff QA Manager | Jonathan Williams |
| Assistant QA Manager | Mike Givens |
| Lead Analyst | Derek C. Smith |
| Assistant Lead Analyst | Jaime J. Bencia |
| Product Analysts | Bryan D. Chen, Michael D. Christoffers, Jonathan Domasig, Jonathan Mankin, Jim Robles, Terry R. Stone, Shane Viall, Joshua Walter |
| QA Translators | Dana J. Kwon, Rintaro Yoshida, Kenji Nakamura |

### SQUARE ELECTRONIC ARTS L.L.C.

| | |
|---|---|
| Senior Customer Service Manager | Rick Thompson |
| Assistant Customer Service Manager | Fernando Bustamante |
| Customer Service Lead | Alaine DeLeon |
| Customer Support Representatives | Caroline Liu, Patrick Cervantes, John Montes, James Dilonardo, Mark Abarca, Mark Acero, Alan Deguzman, Ryan Riley |
| Public Relations/Events Manager | Lisa M. Ahern |
| Assistant PR Manager | Francine DeMore |
| Business Development Manager | Elaine Di Iorio |
| Product Coordinator | Beth Faust |
| Sales Coordinator | Sean Montgomery |
| Media Planner | Kyoko Yamashita |
| Creative Planner | Keiko Kato |
| Assistant Product Managers | Andrew Shiozaki, Mitsuru George Torii |
| Product Associates | Andy Hsu, Irene Sam, Brad Varey, Junko Shibata-Burke |
| Product Administrative Assistant | Mari Nishikawa |
| Marketing Assistant | Rika Maruya |
| Marketing Manager | Kenji Mimura |
| Vice Chairman | Yoshihiro Maruyama |
| President | Jun Iwasaki |
| Packaging/Manual Design | Steven Wright, Beeline Group, Inc. |
| Special Thanks To | Beeline Group, Inc., BradyGAMES, C.H.E.N. PR, The Kenwood Group, Saatchi & Saatchi Los Angeles, Virtual InterActive Inc. |



For a period of ninety (90) days from the date of purchase, Square Electronic Arts L.L.C. (SQEA) warrants to the original purchaser of this SQEA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship. SQEA agrees for a period of ninety (90) days from the date of purchase, to either repair or replace, at its option, free of charge, any SQEA software product that does not meet the above warranty, postage paid, with proof of purchase. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SQEA software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS** – The above warranty is in lieu of all other warranties, and no other representations or claims of any nature shall be binding on or obligate SQEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY, COURSE OF DEALING IN TRADE AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SQEA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SQEA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

**NOTICE** – This manual and the software described in this manual are copyrighted. All rights in the manual and the software are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of SQEA. The described software may not be reversed engineered, decompiled or otherwise disassembled.

**RETURNS WITHIN 90 DAY WARRANTY PERIOD** – To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94065-9025. If you have warranty questions, you can also contact Customer Warranty at (650) 628-1900, fax (650) 628-5999. Hours of operation: Monday - Friday, 8:30am - 11:45am and 1pm - 4:30pm, Pacific Standard Time.

**RETURNS AFTER WARRANTY** – To replace defective media after the ninety (90) day warranty period has expired, send the original CD to the Electronic Arts' address above. Enclose a statement of the defect, your name, your return address, and a check or money order for $15.

**REPLACEMENT MEDIA** – The above provisions apply to any replacement media or software provided by SQEA hereunder, including the above warranties and limitations.

**TECHNICAL SUPPORT** – For technical support questions, you can call (714) 428-0599. Representatives are available Monday-Friday 8am - 5pm, Pacific Standard Time.

## SQUARESOFT GAME TIPS

Game Tips are available for all SQUARESOFT PlayStation titles:

U.S.: **1-900-407-KLUE** (1-900-407-5583) $.95/min. Automated Tips, $1.25/min. Live Assistance.

Canada: **1-900-451-KLUE** (1-900-451-5583) $1.50/min. Automated Tips only.

Prices subject to change. Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. and Canada only. Touch-tone phone required. Live assistance is available for SQUARESOFT titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am - 5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

### SQUARESOFT Online

Shop online or register for upcoming sweepstakes, prizes, and more at **www.squaresoft.com**!

# CHRONO CROSS™

# Threads of Fate™

TEEN
T
CONTENT RATED BY ESRB

EVERYONE
E
CONTENT RATED BY ESRB

SQUARESOFT®

www.squaresoft.com

Published by Square Electronic Arts L.L.C.

Square Electronic Arts L.L.C. – 949 South Coast Drive #200, Costa Mesa, CA 92626
© 1999, 2000 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. Chrono Cross and Legend of Mana are trademarks of Square Co., Ltd.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation®